

CLAIMS

1. A device for timing the processing of data packets, comprising a memory for storing a data packet that arrives in the device as part of a data burst, a clock for determining the course of time, and processing means for processing the data packet that exits the memory, wherein the device further comprises calculating means for calculating such a value for a play-out delay with which value of the n temporally most recent data packets only m pieces would have failed to be received if the initiation of the processing of the data bursts comprising the data packets in question had been delayed for the period of said play-out delay, where n and m are natural numbers, and transferring means for transferring the packets from the memory to the processing means on the basis of a response obtained from the clock of the reaching of said play-out delay value from the moment the data packet was received.
2. A device according to claim 1, wherein the device further comprises a maximum value determined for the play-out delay and when the value of said play-out delay is higher than the maximum value determined for the play-out delay, the device is arranged to use the maximum value of the play-out delay as the value of the play-out delay.
3. A device according to claim 1, wherein said data packet is the first data packet of a data burst.
4. A device according to claim 3, wherein said transferring means are arranged to transfer received data packets following the first data packet that belong to the same data burst from the memory after a delay from the moment the temporally most recent data packet was taken from the memory.
5. A device according to claim 4, wherein said delay is a sampling interval.
6. A device according to claim 1, wherein said data burst comprises real-time interactive data.
7. A device according to claim 6, wherein the data burst comprises one of the following: packet video over IP, Voice over IP, audio/video streaming over IP.
8. A device according to claim 1, wherein a duration of said data burst is equal to the time during which a sender transmits information uninterruptedly.

9. A device according to claim 1, wherein said data packets are received from a data network through a real-time connection to some other party of the data network.

5 10. A device according claim 1, wherein said device is a jitter buffer of a device that makes use of real-time information.

11. A method for timing the processing of data packets, which method comprises
receiving a data packet that is part of a data burst;
10 storing the received data packet in a memory;
taking the data packet from the memory after a play-out delay from the moment the data packet was received,
wherein the method comprises

calculating a value for the play-out delay with which value of the play-out
15 delay, of the n temporally most recent data packets only m pieces would have failed to be received if the initiation of the processing of the data bursts comprising the data packets in question had been delayed for the duration of said play-out delay, where n and m are natural numbers; and

transferring the data packet from the memory to processing means on the
20 basis of a response obtained from a clock (54) of the reaching of said play-out delay value from the moment the data packet was received.

12. A method according to claim 11, wherein, in addition, a maximum value is
determined for the play-out delay, and when the value of said play-out delay is
25 higher than the maximum value determined for the play-out delay, the maximum value of the play-out delay is used as the value of the play-out delay.

13. A method according to claim 11, wherein said data packet is the first data
30 packet of the data burst.

14. A method according to claim 13, wherein the method comprises
taking received data packets following the first data packet that belong to
the same data burst from the memory after a delay from the moment the
temporally most recent data packet was taken from the memory.

15. A method according to claim 14, wherein said delay is a sampling interval.

16. A method according to claim 11, wherein said data burst comprises real-time
40 interactive data.

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17. A method according to claim 16, wherein the data burst comprises one of the following: packet video over IP, Voice over IP, audio/video streaming over IP.

5 18. A method according to claim 11, wherein a duration of said data burst is equal to the time during which a sender transmits information uninterruptedly.

19. A method according to claim 11, wherein said data packets are received from a data network through a real-time connection to some other party of the data network.

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